

(12) INTERNATIONAL APPLICATION PUBLISHED UNDER THE PATENT COOPERATION TREATY (PCT)

(19) World Intellectual Property
Organization
International Bureau(43) International Publication Date
11 March 2004 (11.03.2004)

PCT

(10) International Publication Number
WO 2004/021708 A1(51) International Patent Classification⁷: H04N 7/173(21) International Application Number:
PCT/EP2003/009735

(22) International Filing Date: 29 August 2003 (29.08.2003)

(25) Filing Language: English

(26) Publication Language: English

(30) Priority Data:
60/407,777 30 August 2002 (30.08.2002) US

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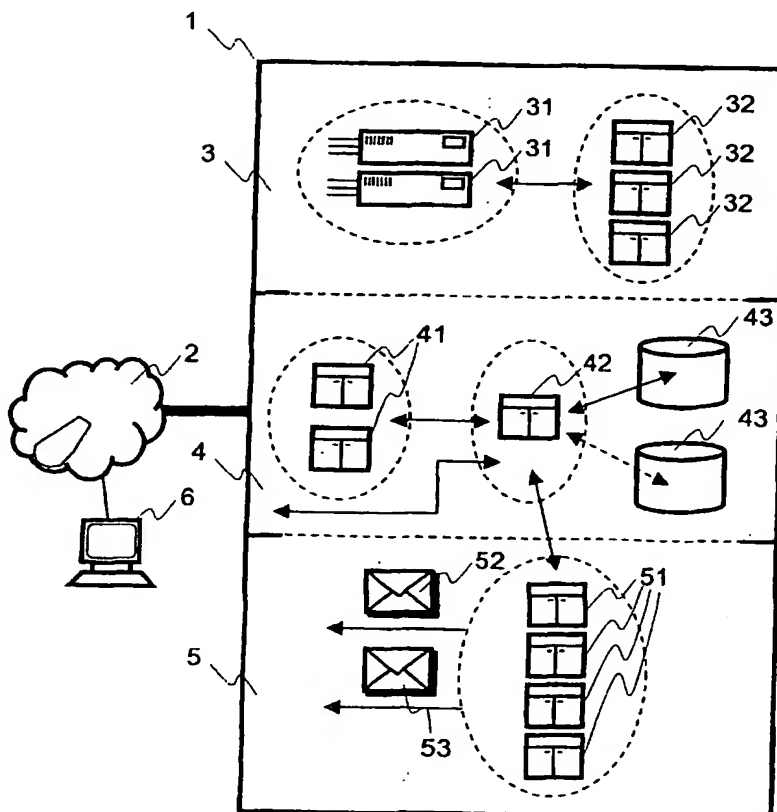
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(81) Designated States (national): AE, AG, AL, AM, AT, AU, AZ, BA, BB, BG, BR, BY, BZ, CA, CH, CN, CO, CR, CU, CZ, DE, DK, DM, DZ, EC, EE, ES, FI, GB, GD, GE, GH, GM, HR, HU, ID, IL, IN, IS, JP, KE, KG, KP, KR, KZ, LC, LK, LR, LS, LT, LU, LV, MA, MD, MG, MK, MN, MW, MX, MZ, NI, NO, NZ, OM, PG, PH, PL, PT, RO, SC, SD, SE, SG, SK, SL, SY, TJ, TM, TN, TR, TT, TZ, UA, UG, US, UZ, VC, VN, YU, ZA, ZM, ZW.

(84) Designated States (regional): ARIPO patent (GH, GM, KE, LS, MW, MZ, SD, SL, SZ, TZ, UG, ZM, ZW), Eurasian patent (AM, AZ, BY, KG, KZ, MD, RU, TJ, TM), European patent (AT, BE, BG, CH, CY, CZ, DE, DK, EE, ES, FI, FR, GB, GR, HU, IE, IT, LU, MC, NL, PL, RO, SE, SI, SK, TR), OAPI patent (BF, BJ, CF, CG, CI, CM, GA, GN, GQ, GW, ML, MR, NE, SN, TD, TG).

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(54) Title: METHOD AND SYSTEM FOR DIRECTING INTERACTIVE TV GAME SHOWS



(57) Abstract: The present invention discloses a method of directing an interactive broadcast with participation of a plurality of participants without the risk of peakload problems. This aim is reached by splitting up the downloading of the relevant interactive application over time, and by directing the moments off interaction between the participants and the interactive system. The part requiring most capacity is downloaded some time before or during the actual broadcast, and not by all participants at the same time. In addition each participant is allocated a time slot in which it is allowed to send in the answers.